

Best of Board Games



Best of Board Games



Chess



Mah-jong



Solitaire

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Solo
Multi
Leaderboard
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Options

 Tutorial

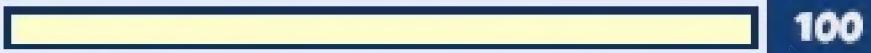
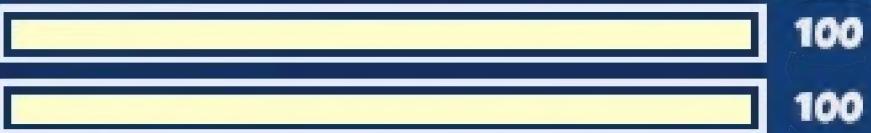
Music

Sound effects

Controls

Credits

Default settings



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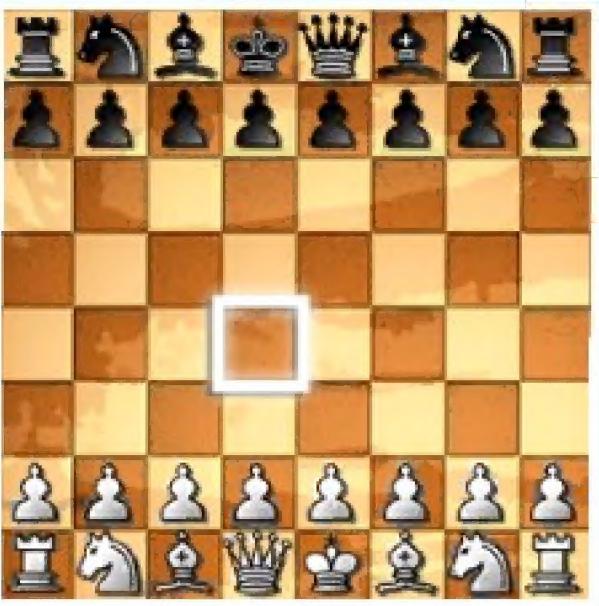
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Controls

Move the Cursor over the Board using the left stick or the up, down, left and right Buttons .

Press the Button to take or Place a Piece.

Press the Button to Deselect a Piece.



O Back

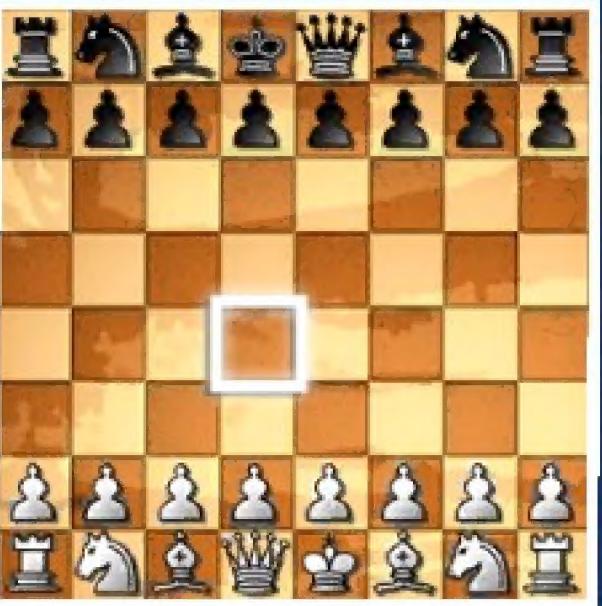
Tutorial

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Controls

Press the Button to switch views
(2D/3D).

Press the Button to go Back to the
Previous move.



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Tutorial

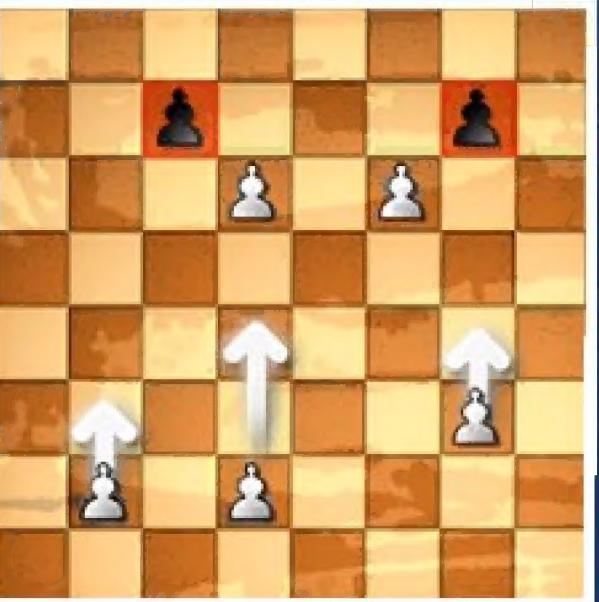
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The pawn

The Pawn Can only move forwards one square.

It always takes By moving to a front, Diagonally adjacent square.

The first time a Pawn moves it can move 2 squares forward.



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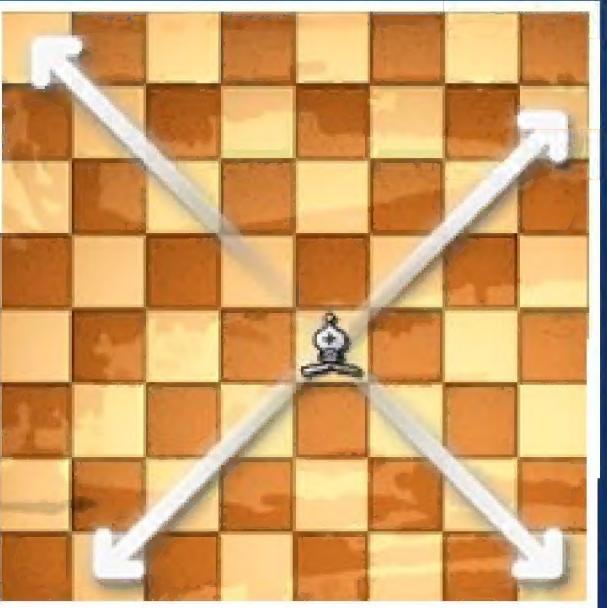
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The bishop

The Bishop moves Diagonally on squares of the same Colour.

The Bishop Can take the opposing Pieces located on the squares it can move to.



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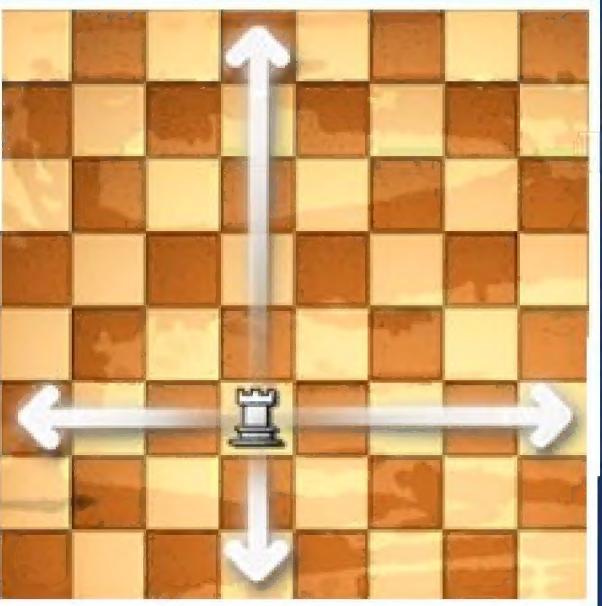
Tutorial

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The rook

The rook moves in straight lines,
horizontally and vertically.

The rook can take the opposing pieces
located on the squares it can move to.

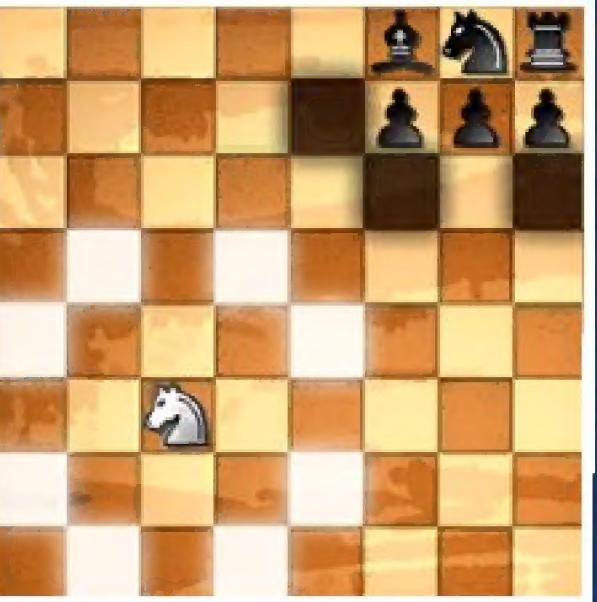


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The knight



The knight moves in an L-shape (2 squares in one direction (vertically or horizontally) then 1 in the other).

The knight jumps from the square it is currently on to its destination, moving over other pieces.

The knight can take the opposing pieces located on the squares it can move to.



O Back

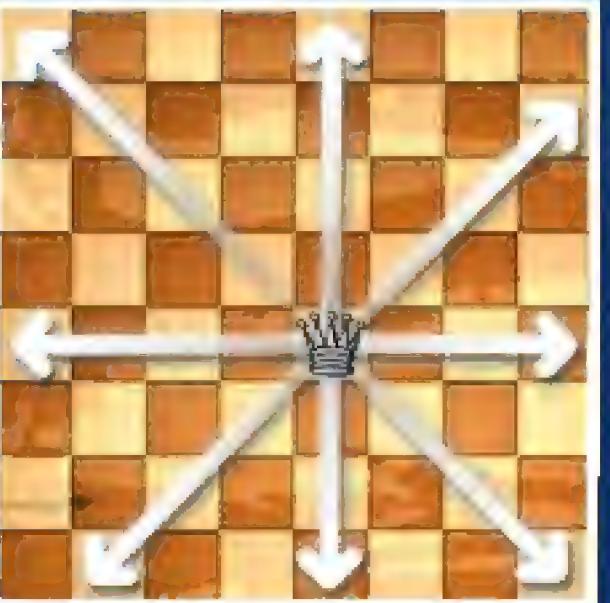
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The queen

The queen Can move like Both the rock
and the Bishop.

The queen Can take the opposing pieces
located on the squares it can move to.



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Tutorial

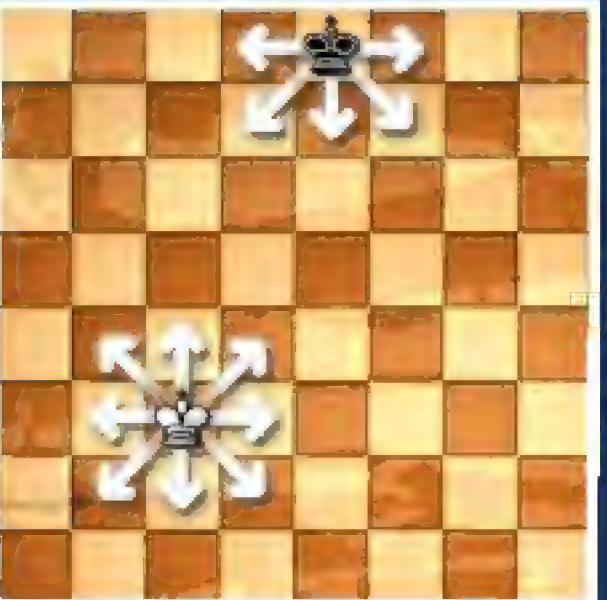
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The king

The king Can move one square in any direction.

The king Cannot move if the move would mean it can be taken by an opposing piece.

If the opponent puts the king in this position, the king must be moved or protected by another piece.



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Tutorial

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Victory, defeat & draw

If the king is in check and cannot be protected, the attacker wins the game: this is called Checkmate.
The game is declared a draw if the same game position is achieved 3 times, if neither player can achieve checkmate (king versus king, for example) or if there is stalemate, which means that one of the players cannot move without putting his own king in check.



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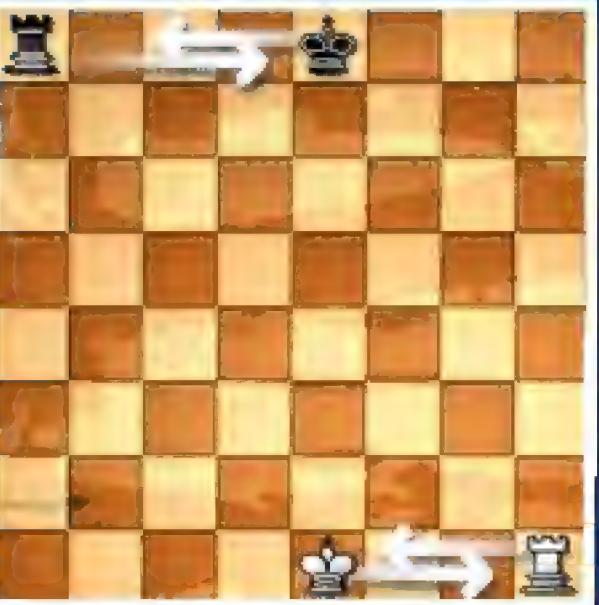
Tutorial

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Castling

If the king and a rook have not yet been moved in the game and there are no pieces between them, they can be castled.

This means that the rook moves next to the king and the king moves to the other side of the rook, on the same line. Castling is only possible if the king is not in check and none of the squares it crosses are being attacked.



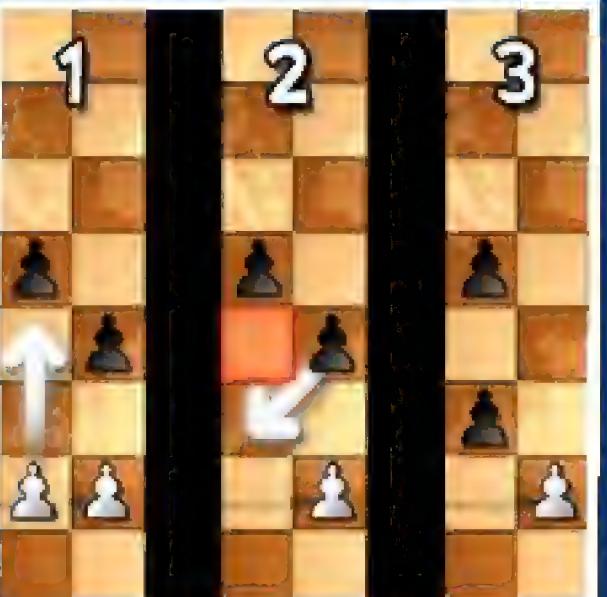
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En passant

When a Pawn moves 2 squares for the first time and Passes an opposing Pawn, thus avoiding being taken, on the next move the opponent can take the Pawn and move to the intermediate position, thus taking the Pawn 'en Passant'.



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Promotion

When a Pawn reaches the other side of the Board, it is Promoted.

The Player selects the Piece the Pawn is Promoted to.

The Pawn is then instantly changed into a Queen, Knight, Rook or Bishop.



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Tutorial

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Grid and notation

There are 64 squares on a Chess Board; the lines are numbered 1 to 8 and the columns A to H.

The squares are therefore designated from A1 to H8.

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1



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Grid and notation

A Player's first move can therefore be written as: 1. H2–H4 (the Pawn moves 2 squares forward).

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1



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Asynchronous multiplayer mode

Select the "multi" menu to access this game mode. It allows you to Play UP to 8 games with other Players of a similar level in the world, even if they are not online at the same time as you.



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Asynchronous multiplayer mode

Start By selecting one of the 8 free available slots ("New game"). If an opponent is available, the game will start immediately and you can play your first round. If not, wait for an opponent to be available and come back later.



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Asynchronous multiplayer mode

Once you have found an opponent, you play in turns. Your opponent will play later, when online. The game can thus last several days.

You can give up a current game; in this case you are declared the loser, unless your opponent hasn't played for over a week.



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Asynchronous multiplayer mode

Each Player scores according to the Elo rating system. The initial score is 1,000 Points. Improve your score by winning as many games as possible, and then compare it with that of other Players in the "LeaderBoard" menu.



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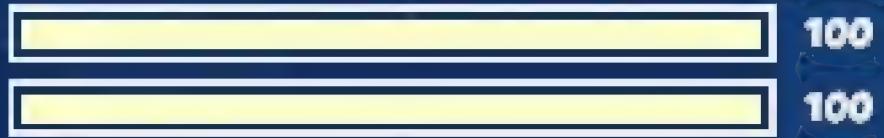
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Controls

L Move the Cursor

Move the Cursor

X Select / Move a Piece

△ Deselect a Piece

□ Change view (2D / 3D)

L Previous move

Pause

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Best of Board Games



Chess



Mah-jong



Solitaire

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MAH-JONG



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1/6

Moves

Move the cursor using the left stick 
Press the  Button to select a tile.
Press the  Button to deselect it.



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Tutorial

2/6

Movable tiles

A tile that is entirely or Partially Covered By another tile Cannot Be used.
To use a tile, at least one of its sides must Be clear.
To help you, the tiles that Cannot Be moved are shaded.



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Tutorial

3/6

Combinations

To have tiles disappear from the Board, they must Be removed in Pairs.

The Pairs must Be formed from tiles from the same family and with the same number value, except in SPECIAL cases.



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4/6

Dragons

The dragons have no number value and can only be matched with each other.
A pair of dragons scores a lot of points.



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Tutorial

5/6

Honours

The honours are comprised of the 4 winds, 4 flowers and 4 seasons.

Winds, flowers and seasons can only be matched with each other.

The honours are also matched in identical pairs.



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Tutorial

6/6

Viewing help

The viewing help indicates the currently available Pairs.

Press the Button to use the viewing help. Using the help feature lowers the score.



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 100 100 50

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Controls

L Move the cursor

Move the cursor

X Select tiles

△ Deselect tiles

□ Viewing help

L Previous move

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Tutorial



 **Klondike**
 **Spider**
 **FreeCell**
 **Golf**
 **Pyramid**

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Tutorial

1/5

Klondike

Place the Aces in the squares.



Back

Tutorial

2/5

Klondike

Stack the cards in the columns,
alternating the colours.



Back

Tutorial

3/5

Klondike

use the deck to display new cards.



Back

Tutorial

4/5

Klondike

Stack the cards in the squares, from Ace to King, to win.



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Tutorial

5/5

Klondike - Bonus

Press to take the next card
for one of the four stacks.



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Tutorial



Klondike
Spider
FreeCell
Golf
Pyramid

Back

Tutorial

1/4

Spider Solitaire

Stack Cards of the same Colour
in sequence from Ace to King to
have them Disappear.



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Tutorial

2/4

Spider Solitaire

You can mix colours to stack the cards, but not if you move more than one card at a time.



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Tutorial

3/4

Spider Solitaire

use the deck to deal a new series of cards.



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4/4

Spider Solitaire - Bonus

Press to swap two visible cards, regardless of their position.



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Tutorial



Klondike
Spider
FreeCell
Golf
Pyramid

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Tutorial

1/4

Freecell

MAKE UP FOUR STACKS OF CARDS,
from Ace to King, in the squares
on the right, alternating the
colours.



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Tutorial

2/4

Freecell

The squares on the left can be used to hold cards.

You can move several cards at once, depending on the number of squares that are free:

4 free cells = 5 cards max

3 free cells = 4 cards max

2 free cells = 3 cards max

1 free cell = 2 cards max

No free cells = 1 card max



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Tutorial

3/4

Freecell

You Can Place any Card in a free Column.



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Tutorial

4/4

Freecell - Bonus

Press to take the next card
for one of the four stacks.



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Tutorial



Klondike
Spider
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Tutorial

1/3

Golf Solitaire

You must move all of the cards on the Board to the Discard Pile. To remove a card from the Board, it must have a value immediately Below or above the card displayed on the Discard Pile.



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Tutorial

2/3

Golf Solitaire

use the Deck to Place a new Card
on the Discard Pile.



< ... >

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Tutorial

3/3

Golf Solitaire - Bonus

Press to take any Card from Play and Place it on the Discard Pile.



< >

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Tutorial



Klondike
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Options

1/4

Pyramid Solitaire

The objective is to remove all of
the cards from the Pyramid.



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Options

2/4

Pyramid Solitaire

Remove the Cards By Combining them so their total value equals 13. Aces are worth one, jacks are worth 11 and queens 12. Kings are worth 13 and can be immediately removed, without making up a pair.



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3/4

Pyramid Solitaire

use the Deck to Place a new Card
on the Discard Pile.



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Options



4/4

Pyramid Solitaire - Bonus

Press to swap two visible cards.

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 100 100 50

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Controls

L Move the Cursor

Move the Cursor

X Select / move a Cart

□ use a Bonus

○ Cancel the Bonus activation.

L Previous move

R Draw one or more Cards from the deck.

Pause

○ Back



WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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